

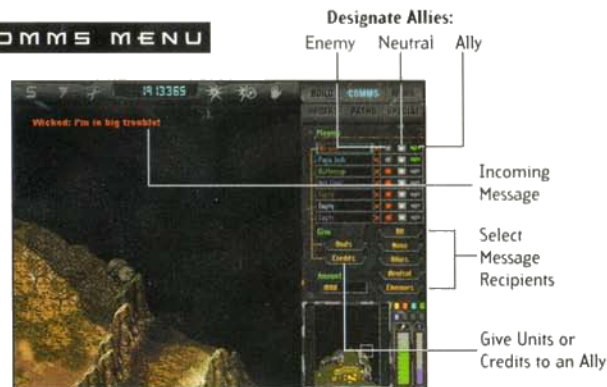
# MENU DESCRIPTIONS

**DARK REIGN**  
THE FUTURE OF WAR

## BUILD MENU



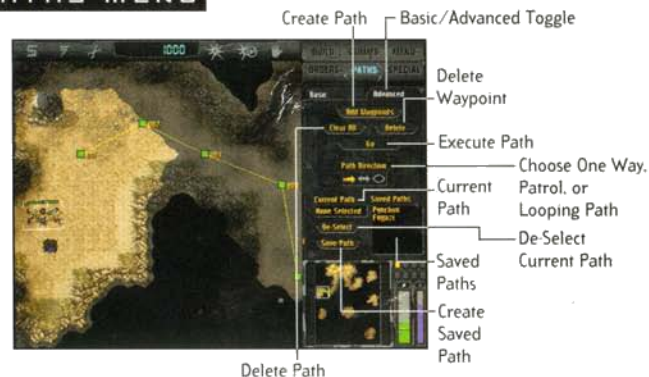
## COMMS MENU



## ORDERS MENU



## PATHS MENU



Note: As a general rule for navigating through menus or for moving across the map, you can always right click and drag to scroll.

## KEYBOARD COMMANDS

### OPTIONS MENU



Load Game  
Save Game  
Delete Game

Saved Games  
Sound Effects  
Volume  
Music Volume  
Game Speed  
Scroll Speed  
Display Mission Objectives  
Restart Mission  
Exit Mission  
Exit Game

### SPECIAL FUNCTIONS MENU



Make a Scout or Infiltrator take the Shape of a Natural Object or Enemy Unit

Make a Raider, Mercenary, or Phase Tank go Underground

Set a Point at which Newly Produced Units will Gather

Return a Morphed Unit to its Normal State  
Self-Destruct a Tachion Tank  
Move a Group of Units and Reassemble in Formation  
Sell Water Before Your Water Launch Pad is Full for a Fee (or Double-Click on Credits Display)  
Pack Up a Freedom Guard Building into a Base Mover Vehicle

Assigns a unit to a group, erasing all other group affiliations.	Ctrl + #s
Selects appropriate group	#s
Assigns a unit to a group, allowing it to be a member of multiple groups	Alt + #s
Returns player to the Unit Build Screen	B
Options Menu	Esc
Paths Menu	P
Lay down waypoints.	(hold) Tab
Orders Menu	O
Comms Menu & Message Box	Enter
Comms Menu	C
Special Functions Menu	~
Lists hot keys.	F1
Pause game	Pause
Print screen	Print Screen
Change Music Track	Kpad +/-
Attack	A
Attack Without Moving	Shift A
Decoy Menu	D
Select all units on screen	E
Formation move	F
Center on Primary HQ	H
Initiate unit Special Function	I
Self Destruct	Shift D
Center on Last Game Event	Space Bar
Move	M
Select next unit	N
Set Building Staging Area	Home
Repair/Heal	R
Re-Arm	W
Stop	S
Scatter	X
Turn Units	T